1 Efficient floating-point number handling for dynamically typed scripting languages
Shiro Kawai
July 2008 DLS '08: Proceedings of the 2008 symposium on Dynamic languages
Publisher: ACM
Full text available: Pdf (422.84 KB) Additional Information: full citation, abstract, references

Bibliometrics: Downloads (6 Weeks): 14, Downloads (12 Months): 23, Citation Count: 0

Typical implementations of dynamically typed languages treat floating-point numbers, or *flonums*, in a "boxed" form, since those numbers don't fit in a natural machine word if a few bits in the word are reserved for type tags. The naïve implementations ...

2 Heap space analysis for java bytecode
Elvira Albert, Samir Genaim, Miguel Gomez-Zamalloa
October 2007 ISMM '07: Proceedings of the 6th international symposium on Memory management
Publisher: ACM
Full text available: Pdf (343.65 KB) Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 110, Citation Count: 1

This article presents a heap space analysis for (sequential) Java bytecode. The analysis generates heap space cost relations which define at compile-time the heap consumption of a program as a function of its data size. These relations can be used to ...

Keywords: Java bytecode, heap consumption, heap space analysis, low-level languages

3 Type-preserving garbage collectors
Daniel C. Wang, Andrew W. Appel
January 2001 POPL '01: Proceedings of the 28th ACM SIGPLAN-SIGACT symposium on Principles of programming languages
Publisher: ACM
Full text available: Pdf (221.47 KB) Additional Information: full citation, abstract, references, cited by, index terms

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